

ELECTRONIC ARTS™



NTSC U/C

PlayStation®



SLUS-00739



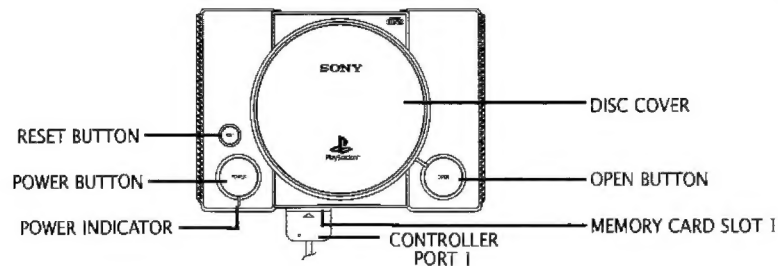
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> For more info about this and other titles, check out Electronic Arts™ on the web at www.ea.com.

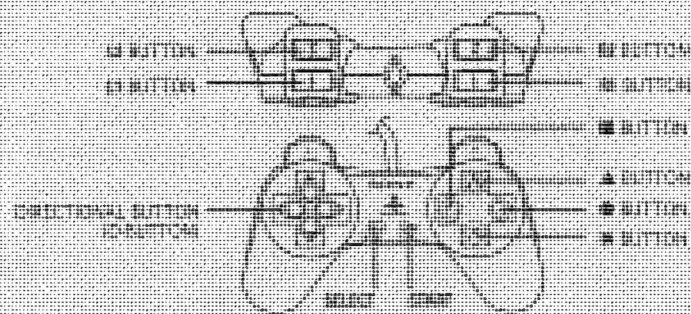
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STARTING THE GAME



1. Set up your PlayStation® game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *Future Cop:™ L.A.P.D.* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation game console. The opening video sequence begins, followed by the *Future Cop: L.A.P.D.* Title screen.
 - If you want to bypass the video sequence, press **START**.
4. The Title screen remains onscreen for five seconds, then the Main menu appears.
(> Main Menu on p. 6.)

CONTROL SUMMARY



The following are the default controls for *Police Cap: L.A.P.D.*

COMMAND	WALKER ACTIONS	HOVERCAR ACTIONS
Direction 1	Look Forward/Backward	Forward/Backward
Direction 2	Look Left/Right	Look Left/Right
1	Fire Heavy Weapon	Fire Heavy Weapon
2	Fire Control Weapon	Fire Control Weapon
3	Fire Gun	Fire Gun
4	Jump	Brake
L1	Accelerate	Accelerate
R1	Change Target	Change Target
L2/R2	Look Left/Right	Look Left/Right

L1 + R1	Walkway to Walkway	Walkway to Walkway
Direction 1 + L1	Walk Forward/Backward	Walk
L1 + 4	Control	Control
L1 + L2/R2	Look Left/Right	Look

INTRODUCTION

Welcome to *Police Cap: L.A.P.D.* where you patrol the streets with the ultimate police assault vehicle in two unique games. In *Game War*, armed with a shooting arsenal, you must rid the city of the crime and control who controls certain portions of Los Angeles. In *Warrior Assault*, you command an assault force and must defeat your opponent in a tactical, real-time strategy battle.

BACKGROUND

During the 1980s, social decay, rampant crime, and a full-scale riotous destroyed the city of Los Angeles. That situation, criminal gangs emerged to take control of the territory. They have divided the city into various zones of influence where they run their criminal operations and prey upon the weak and innocent.

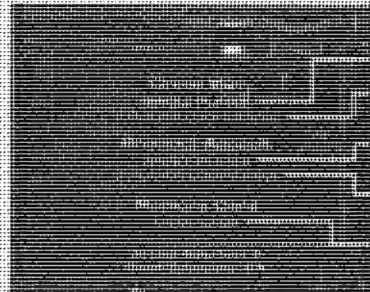
Early, the L.A.P.D. has not yet actually so concerned it efforts to restore the peace and rid the city of these ruthless gangs. Consequently, they are not well informed. L.A.P.D. has been a long battle that seems to grow bitter each year as the criminal power and more ground to lost.

The time has come to take back the streets. With the help of the most technologically advanced vehicle ever created, the TAC (Tactical Assault & Control) X-1 Alpha, and armed with some skills of the art of power, you've got a chance to Save, Protect, ... and Survive.



GETTING STARTED

姓名: 王 强 性别: 男 年龄: 25 籍贯: 山东 烟台 民族: 汉族
 学历: 本科 专业: 计算机科学与技术 毕业院校: 烟台大学
 联系电话: 13812345678 电子邮箱: wangqiang123@163.com
 求职意向: 软件开发、系统维护、网络管理



- FIELD 4 THE PLAYER FROM WHOM
FIELD 5 (COMPLETION TWO PLAYS
FROM THE
FIELD 6 THE PLAYER PERCENT
AGE
FIELD 7 COMPLETION TWO PLAYS
PERCENT AGE
FIELD 8 TOTAL CODE

(continued)

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* In August's Crime Magazine, issue 1, **SMALL FISHIES** is a **PLAYER CONTRIBUTION**. The Crime Mag staff will publish the best ones when the magazine is published, so that the Crime Magazine community

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 130 131 132 133 134 135 136 137 138 139 140 141 142 143 144 145 146 147 148 149 150 151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166 167 168 169 170 171 172 173 174 175 176 177 178 179 180 181 182 183 184 185 186 187 188 189 190 191 192 193 194 195 196 197 198 199 200 201 202 203 204 205 206 207 208 209 210 211 212 213 214 215 216 217 218 219 220 221 222 223 224 225 226 227 228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245 246 247 248 249 250 251 252 253 254 255 256 257 258 259 260 261 262 263 264 265 266 267 268 269 270 271 272 273 274 275 276 277 278 279 280 281 282 283 284 285 286 287 288 289 290 291 292 293 294 295 296 297 298 299 300 301 302 303 304 305 306 307 308 309 310 311 312 313 314 315 316 317 318 319 320 321 322 323 324 325 326 327 328 329 330 331 332 333 334 335 336 337 338 339 340 341 342 343 344 345 346 347 348 349 350 351 352 353 354 355 356 357 358 359 360 361 362 363 364 365 366 367 368 369 370 371 372 373 374 375 376 377 378 379 380 381 382 383 384 385 386 387 388 389 390 391 392 393 394 395 396 397 398 399 400 401 402 403 404 405 406 407 408 409 410 411 412 413 414 415 416 417 418 419 420 421 422 423 424 425 426 427 428 429 430 431 432 433 434 435 436 437 438 439 440 441 442 443 444 445 446 447 448 449 450 451 452 453 454 455 456 457 458 459 460 461 462 463 464 465 466 467 468 469 470 471 472 473 474 475 476 477 478 479 480 481 482 483 484 485 486 487 488 489 490 491 492 493 494 495 496 497 498 499 500 501 502 503 504 505 506 507 508 509 510 511 512 513 514 515 516 517 518 519 520 521 522 523 524 525 526 527 528 529 530 531 532 533 534 535 536 537 538 539 540 541 542 543 544 545 546 547 548 549 550 551 552 553 554 555 556 557 558 559 560 561 562 563 564 565 566 567 568 569 570 571 572 573 574 575 576 577 578 579 580 581 582 583 584 585 586 587 588 589 590 591 592 593 594 595 596 597 598 599 600 601 602 603 604 605 606 607 608 609 610 611 612 613 614 615 616 617 618 619 620 621 622 623 624 625 626 627 628 629 630 631 632 633 634 635 636 637 638 639 640 641 642 643 644 645 646 647 648 649 650 651 652 653 654 655 656 657 658 659 660 661 662 663 664 665 666 667 668 669 670 671 672 673 674 675 676 677 678 679 680 681 682 683 684 685 686 687 688 689 690 691 692 693 694 695 696 697 698 699 700 701 702 703 704 705 706 707 708 709 710 711 712 713 714 715 716 717 718 719 720 721 722 723 724 725 726 727 728 729 730 731 732 733 734 735 736 737 738 739 740 741 742 743 744 745 746 747 748 749 750 751 752 753 754 755 756 757 758 759 760 761 762 763 764 765 766 767 768 769 770 771 772 773 774 775 776 777 778 779 780 781 782 783 784 785 786 787 788 789 790 791 792 793 794 795 796 797 798 799 800 801 802 803 804 805 806 807 808 809 810 811 812 813 814 815 816 817 818 819 820 821 822 823 824 825 826 827 828 829 830 831 832 833 834 835 836 837 838 839 840 841 842 843 844 845 846 847 848 849 850 851 852 853 854 855 856 857 858 859 860 861 862 863 864 865 866 867 868 869 870 871 872 873 874 875 876 877 878 879 880 881 882 883 884 885 886 887 888 889 890 891 892 893 894 895 896 897 898 899 900 901 902 903 904 905 906 907 908 909 910 911 912 913 914 915 916 917 918 919 920 921 922 923 924 925 926 927 928 929 930 931 932 933 934 935 936 937 938 939 940 941 942 943 944 945 946 947 948 949 950 951 952 953 954 955 956 957 958 959 960 961 962 963 964 965 966 967 968 969 970 971 972 973 974 975 976 977 978 979 980 981 982 983 984 985 986 987 988 989 990 991 992 993 994 995 996 997 998 999 1000 1001 1002 1003 1004 1005 1006 1007 1008 1009 1010 1011 1012 1013 1014 1015 1016 1017 1018 1019 1020 1021 1022 1023 1024 1025 1026 1027 1028 1029 1030 1031 1032 1033 1034 1035 1036 1037 1038 1039 104

.....

【例 1】下列各句中，没有语病的一句是（ ）

A. 在 2008 年 5 月 12 日汶川大地震发生后，全国人民都献出了自己的一份爱心，为灾区人民尽了一份力。

B. 在 2008 年 5 月 12 日汶川大地震发生后，全国人民都献出了自己的一份爱心，为灾区人民尽了一份力。

C. 在 2008 年 5 月 12 日汶川大地震发生后，全国人民都献出了自己的一份爱心，为灾区人民尽了一份力。

D. 在 2008 年 5 月 12 日汶川大地震发生后，全国人民都献出了自己的一份爱心，为灾区人民尽了一份力。

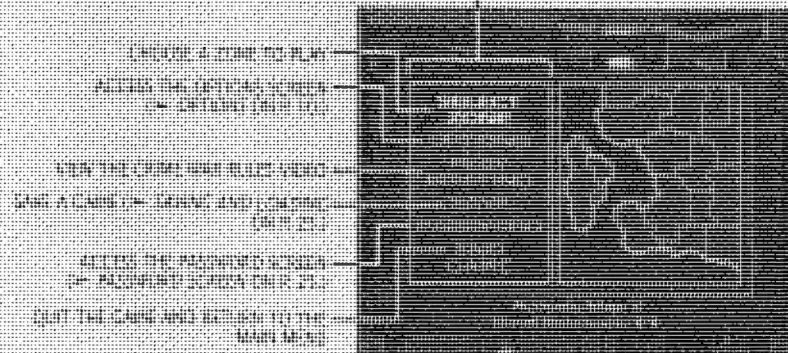
1. Fighting GLENN with the help of the FBI and
2. Fleeing to Canada through the United States -
3. From there to Canada via the Gulf Stream.

The Market as a Marketplace

1. D-button 1 to highlight **DATA** on the Setup target.
 2. D-button 1 to highlight **DATA RECORDS** or **DATA SET** and press **ENTER** to enter your selection.
- * To continue with the Error War Zone Select screen, D-button 1 to highlight **FEED** and press **ENTER**.

仁報社 電話：09-8670000

Figure 1. The effect of the number of trials on the number of correct responses. The number of correct responses was significantly higher than the number of incorrect responses for all conditions. The number of correct responses was significantly higher than the number of incorrect responses for all conditions. The number of correct responses was significantly higher than the number of incorrect responses for all conditions.



姓名	性别	年龄	职业	住址	联系电话	电子邮箱	备注
张三	男	35	教师	北京市朝阳区	13800000000	zhangsan@163.com	
李四	女	28	医生	北京市海淀区	13900000000	lisi@163.com	
王五	男	42	工程师	上海市浦东新区	13600000000	wangwu@163.com	
赵六	女	31	会计	广州市天河区	13500000000	zhaoliu@163.com	
孙七	男	25	学生	北京市西城区	13400000000	sunqi@163.com	
周八	女	38	公务员	深圳市南山区	13300000000	zhouba@163.com	
吴九	男	45	经理	杭州市西湖区	13200000000	wujiu@163.com	
郑十	女	22	自由职业者	南京市鼓楼区	13100000000	zhengshi@163.com	
陈十一	男	33	程序员	武汉市洪山区	13000000000	chen11@163.com	
林十二	女	27	设计师	成都市高新区	12900000000	lin12@163.com	
周十三	男	36	销售	昆明市盘龙区	12800000000	zhou13@163.com	
吴十四	女	29	翻译	贵阳市南明区	12700000000	wu14@163.com	
郑十五	男	41	律师	海口市龙华区	12600000000	zheng15@163.com	
陈十六	女	34	作家	海口市秀英区	12500000000	chen16@163.com	
林十七	男	26	记者	海口市琼山区	12400000000	lin17@163.com	
周十八	女	37	心理咨询师	海口市美兰区	12300000000	zhou18@163.com	
吴十九	男	43	企业家	海口市澄迈县	12200000000	wu19@163.com	
郑二十	女	23	实习生	海口市文昌县	12100000000	zheng20@163.com	

1. Highlight **SELECT ZONE** and press **W**. The Zone Map becomes active.
2. On the Zone Map, D button in any direction to cycle through the available levels, and press **W** to select a highlighted zone. The Zone Briefing screen appears. (For Zone Briefing, see p. 11.)
3. After the Zone Briefing ends, the Weapons Select screen appears.

WEAPON SELECT SCREEN

The Weapon Select screen allows you to customize your arsenal for the game you will be entering. As you progress through the game, more weapons become available. You can pick the weapons that are most appropriate for a given game.

- **1-Button 1** is select a default **0-Button 1** is select a weapon.

GUN	Low-powered weapons such as guns and karatehoaxes.
BLAST	Medium-powered weapons such as missiles and lasers.
SPECIAL	High-powered weapons such as bombs and nuclear.

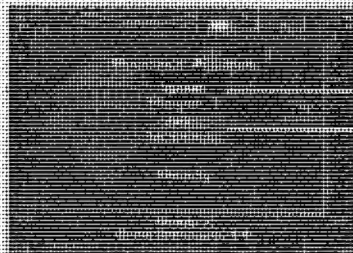
NOTE: The number that follows each weapon type represents the number of choices available. The number increases as you progress through the game.

- To select your weapon selection, highlight **READY** and press **1**. The Game War game begins. (If Ready Game War is a 1.)

PRECINCT ASSAULT

- To begin a Precinct Assault, select **1-PLAYER** or **2-PLAYER COMPETITIVE**. The Precinct Assault mode takes place the first time after the update is performed on, and is followed by the Plot Value screen. Press **1** to advance to the Setup screen.

SETUP SCREEN



ENTER A NAME

SELECT A DIFFICULTY LEVEL

- To continue to the Precinct Assault Zone Select screen, **0-Button 1** is highlight **READY** and press **1**.

PRECINCT ASSAULT ZONE SELECT SCREEN

SELECT ONE OF THE
ZONES AVAILABLE

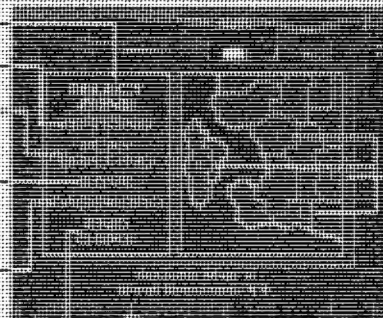
ACCESS THE OPTIONS SCREEN

VIEW THE PRECINCT MAP
(SELECT 0-Button 1)

VIEW A SINGLE ZONE
PRECINCT AVAILABLE ZONES
(SELECT 0-Button 1)

ACCESS THE PRECINCT
ZONES (SELECT 0-Button 1)

RETURN TO THE MAIN MENU



THE PRECINCT
ZONES AVAILABLE
ON THE ZONE

To select a zone in Precinct Assault:

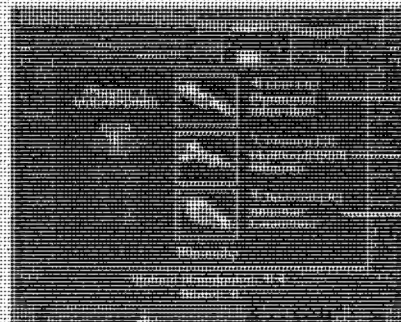
1. Highlight **SELECT ZONE** and press **1**. The Zone map becomes active.

On the Zone map, **0-Button 1** in any direction to cycle through the available zones, and press **1** to select a highlighted zone.

If you've completed any of the ten difficulty levels in the Zone, the Select Level of Play menu appears. **0-Button 1** is highlight a difficulty level (1-10) and press **1**. The Weapon Select screen appears.

WEAPON SELECT SCREEN

(→ Weapon Select Screen on p. 8)



SELECT A CLOSE-RANGE WEAPON

SELECT A HEAVY WEAPON

SELECT A SPECIAL WEAPON

• To access your weapon selection, highlight **WEAPON** and press **X**. For **Weapon Select** game begins. (→ Playing **Crime War** on p. 10)

OPTIONS

OPTIONS SCREEN

• To access the Options screen, select **OPTIONS** on the Zone Select screen.
• To highlight an option, D-Pad (←/→).

VOLUME To adjust the volume level of the **SOUND**, **FX**, **MUSIC**, and **CINEMATICS**.
D-Pad (←/→)

SOUND MODE Toggle **STEREO** or **MUSIC**.

NOTE: The **Language** screen can be accessed from the **Options** screen.

CONTROLLER OPTIONS Highlight **CONTROLLER OPTIONS** and press **X** to enter the Controller Options Screen. In the Controller Options screen, D-Pad (←/→) to view **Stick** and **Trigger** sections, and D-Pad (←/→) to select from any of the pre-set configurations. Press **X** to return to the Options screen.

NOTE: In the above mode, only the player who selects **CONTROLLER OPTIONS** enters the Controller Options screen.

NOTE: A player cannot's modify settings during a match or when playing a multiplayer game.

IN-GAME OPTIONS

• To access the in-game options, press **START** during gameplay, and press **SELECT** at the Pause screen.

PLAYER To adjust the volume level of the **SOUND**, **FX**, **MUSIC**, and **CINEMATICS**.
D-Pad (←/→)

SOUND MODE Toggle **STEREO** or **MUSIC**.

EXIT Press **X** and toggle **NO** or **YES**.

PLAYING THE GAME

The following explains the play mechanics for **Crime War** and **President Assault**.

PLAYING CRIME WAR

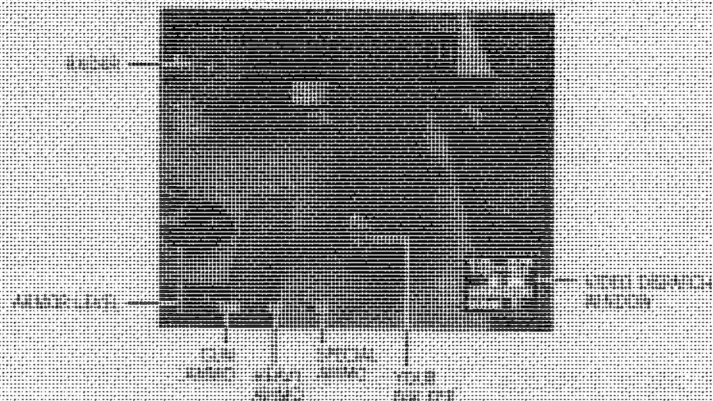
In **Crime War**, you must eliminate the criminal elements from a selected area, before they can eliminate you.

ZONE BRIEFING

The Zone Briefing screen defines your objectives in a given level. Unlike in the traditional strategy or action games, the player can't return to the Weapon Select screen. (→ Weapon Select Screen on p. 8)

EARNING IN THE CITIES

There's a lot to learn, you are encouraged to discuss practice in our Learning Community, like a chat and forum and you're playing for keeps. In your attention to your surroundings and handling anything that gets in your way, if energy isn't completely restored, you can't level, you'll have to restart at the beginning of the game.



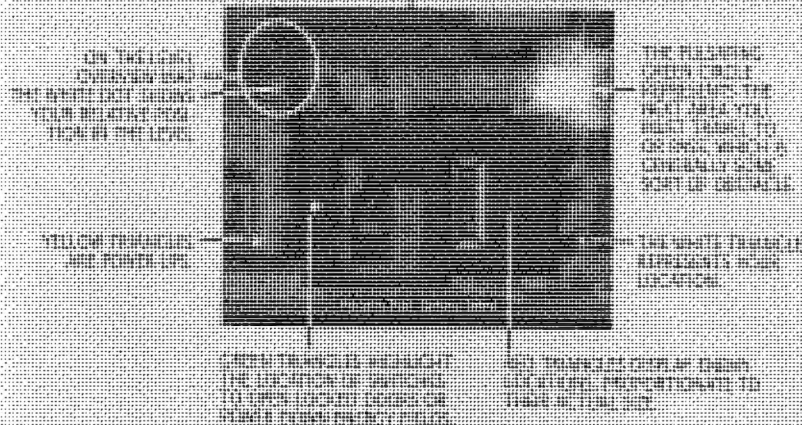
Before you enter a case or its criminal, the Crime Data Tool Subject screen appears. At this point, you have the option to save your query, enter your personal contact or e-mail, the last time, or return to the 42nd screen.

[illegible]

Let's take this theoretical example and try applying it through a lens. If you are not sure where to go next, first look at a lens used for the focusing your eyes on the thing around and come back to return your attention.

Figure 1. The relationship between the number of species and the number of individuals in the samples. The number of species is plotted against the number of individuals in the samples. The number of individuals is plotted against the number of species. The number of individuals is plotted against the number of species. The number of individuals is plotted against the number of species.

RECEIVED BY THE FBI ON 11/11/78 AT 10:00 AM. THE FOLLOWING IS A SUMMARY OF THE INFORMATION RECEIVED FROM THE FBI ON 11/11/78 AT 10:00 AM. THE FOLLOWING IS A SUMMARY OF THE INFORMATION RECEIVED FROM THE FBI ON 11/11/78 AT 10:00 AM.



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Color	Reference	Color	Reference
White Triangle	Flight Deck	Green Circle	Next Approach
Red Dot	Location	Green Star	Excluded, obstructed, unsuitable, unknown
Red Triangle	Transponder ID	Yellow Triangle	Boundary
Red Diamond	Location	Blue Triangle (P-Code)	Flight Deck

VIDEO DISPATCH WINDOW

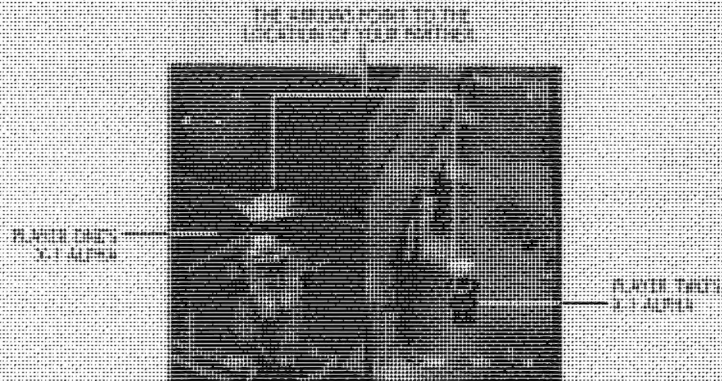
Upon entering a zone, the Video Dispatch Window appears in the lower-right corner of the screen. It appears occasionally throughout the game to relay important information.

DISPATCHER

From the beginning the course of your assignment, you'll receive radio transmissions from the L.A.P.D.'s dispatch dispatcher. Pay attention to her direction, as she often provides valuable insight about nearby characters you'll face in your quest.

COOPERATIVE MODE

In Cooperative Mode, two players work in tandem to bring down the forces of evil at work in L.A. To your advantage, you possess both the Streetview character, who shoots, and Action character, who switches your partner's back.



THE GANGS

Each zone in *Crimin' War* is controlled by a vicious and powerful gang determined to make your career on the force a short one. Here's a rundown of the various gang leaders and the minor forces at work in the L.A. Zone zone.

Griffith Park - Here is the *Wrecking Ball* faction and leader of a band of madmen known as the *Crusaders*. Mike Duggan is used to getting shot because, to that end, he has used his wealth to develop powerful people weapons and more and so far so have very hard-core American flags (22) in a state of force. Now, after taking control of the Griffith Park Recreation, he is still looking at Los Angeles with a fiercer and number other to roll onto again.

Zone Beach - Dr. Arsenio Zone, the king of designer drugs, is the place broker in this zone of the city that is notorious for illegal activities. As of late, rumors abound of a deadly new drug known as *Amnesia* that reportedly, this year's anyone who ingests it. Perhaps the only one with access to Zone, who is currently held up in the automated pharmaceutical processing plant in the center of the zone.

La Brea Tar Pits - At this time, Tiffany Brea was a mild-mannered pediatrician until the collapse of her father's fine medical practice. These days, Tiffany is high Priestess of a new age cult that worship a mutated water. To her to "god," the cult requires sacrifices from men, people and animals, and now they've kidnapped their first high profile victim: Mayor Thompson's daughter, Corbin.

Venice Beach - Venice Beach is dominated by the *De Tora* family, one of the most powerful crime syndicates in the city. The family has operations down every of the traditional industry, such as illegal gambling, extortion, and money-lending. Although, though, the *De Tora*, the most well-known figure in the criminal underworld, has organized a secret partnership with the L.A.P.D. to end their differences. However, something goes fishy here. Could it be a trap?

Hotel's Game Prisoner - Under Teller is one of the world's deadliest assassins. In a series of affect shows, he and his forces murdered 99 people and seriously injured 99 more. Up until a few hours ago, Teller was actually most active within the confines of Hotel's Game Prison, serving multiple life sentences for his heinous crimes. However, later on that he betrayed his group. Apparently, sparing them for their leader and took control of the facility. If Teller is allowed to escape, more will surely pay the price.

Snake Chip - The underworld of Snake City is filled with twisted, brilliant though damaged people, who have suffered through a series of experimental mutations. At one time, he developed weapons for the government, but when his plans were considered too extreme, he was asked to conform his experiments. Viewing things in the real world, he has used his advanced knowledge of chemistry, nuclear physics, and genetics to develop a plutonium bomb capable of destroying all life in Los Angeles. There has also been a mental and physical mutation, which throughout his underground, it creates a powerful mutant army.

LA3 Spiespot - Professor Hargrove determines in the lower East the view of an unusual scientific group that performs their experiments in two human beings into grotesque monsters. With the help of members of the other LA3 Gangs, Hargrove has now gained control of the LA3 Spiespot and seeks to merge police control of the underworld with the LA3 Gang. He intends to use this control to provide rapid fire with other police controls in pursuit of a scientific mission.

Long Beach - Long Beach is the heart of the LA3 Gangs. Hargrove, an expert of technology, command, and the LA3 Gang. With the help of his high-tech weapons and LA3, Hargrove, Hargrove, Hargrove, a super computer of organized intelligence. Hargrove began an attack on the Long Beach, attack transfer personnel, and security communications of the Greater Los Angeles area. And within a matter of hours, he will control the strategy of the entire region.

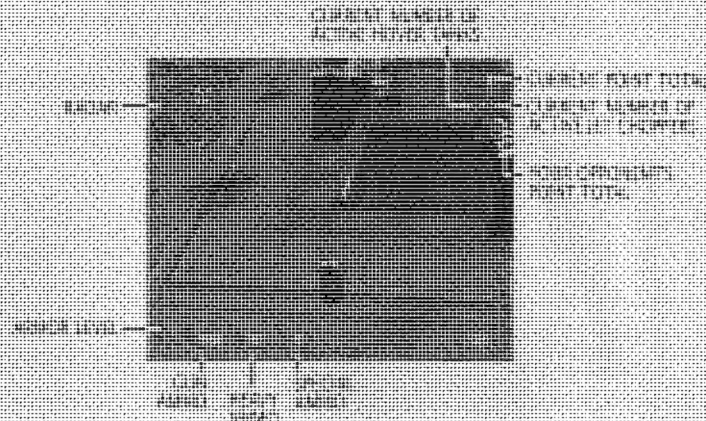
PLAYING PRECINCT ASSAULT

Precinct Assault is a single player and design. Two competing, developed as the fast action and the slow motion, engage in a strategic battle. The ultimate goal of which is the destruction of an opponent's base.

SINGLE PLAYER PRECINCT ASSAULT

In Single Player Precinct Assault, you battle the Captain, an Artificial Intelligence opponent. Each of the four playable games consists of ten levels, beginning with level one, and ends with victory, and begins the next level at a progressively higher difficulty level.

PRECINCT ASSAULT GAME SCREEN



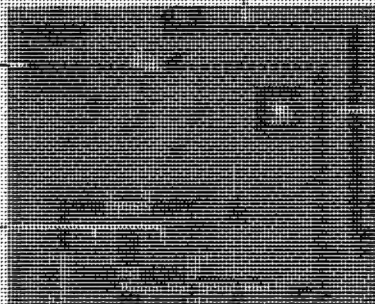
PRECINCT ASSAULT MAP SCREEN

The Precinct Assault Map screen displays the location of the various forces on the battlefield.

With the Precinct Assault Map screen, you can find the location of all of your team units, your team's generators, and neutral generators.

THE LEVEL INTERFACE WINDOW SHOWS THE RELATIVE POSITION OF BOTH YOUR AND YOUR OPPONENT'S FORCES.

YELLOW DOTS INDICATE POWER LINES.



TO ACCESS THE PRECINCT ASSAULT MAP, PRESS THE [DOWN] OR [UP] BUTTON ON ANY CONTROLLER, OR THE [SELECT] OR [START] BUTTON ON THE PC.

• To view the Precinct Assault Map screen (and pause the game), press **START**.

NOTE: Pressing **START** in a 2-Player Competitive Precinct Assault match brings up the Precinct Assault Map screen, but does not pause the game. Press **SELECT** on the Precinct Assault Map screen to pause the game.

SCORING AND SPENDING POINTS

Points play an important part in Precinct Assault. Each time you destroy enemy forces or capture neutral forces, you gain points. Use these points to purchase new units and build up your own forces.

NOTE: Each time your Walker or Howitzer is destroyed, you return to the neutral area of your base. If a new Walker at a cost of 15 points.

Unit Type	Cost To Build	Maximal Points Value
Power Tank/Bomb	1	1
Power Tank/Bugnet	1	1
Jet Chopper/Bomb	1	1
Jet Chopper/Chopper	2	1
Howitzer/Bomb	50	5
Flying Fortress	50	5
Walker	10	10
Enemy Forces	N/A	1
Neutral Forces	N/A	1
Neutral Choppers	50	N/A

BUILDING YOUR FORCES

Because you begin each match with only one Walker and a handful of units firing the generators of your base, you must build up your forces. The first step when in a competitive 2-Player using generators and claiming neutral forces.

GENERATORS

Generators produce the forces you need to engage in a fight. You begin a match with two generators: one for building Power Tanks and the other for Jet Choppers. The initial generators are near the neutral area of the base. The number listed on the generator is the amount of points needed to produce a unit (see *Scoring and Spending Points* on p. 18).

• To use a generator stand in front of the generator and press [E].



NEVER TAKE GENERATORS FROM AN OPPONENT'S BASE. IF YOU DO, THE ENEMY'S BASE WILL BE DESTROYED. THE ENEMY'S BASE WILL BE DESTROYED.



IF AN OPPONENT GENERATOR PRODUCES A UNIT THAT CAPTURES YOUR BASE FROM ENEMY FORCES.

After you hit another EE, at some point, you gain two more types of generators that allow you to build Breakthroughs and Flying Fortresses.

EE is a power source in a strategic position on the power map. It controls the central area of your enemy's base, the **EE**.

EE is the main power source in a strategic, high-priority position on the EE. It controls the main power source in a strategic, high-priority position on the EE.

NEUTRAL FORCES

In addition to the Red and Blue forces, each territory has a neutral force. These forces are either the army, navy, or air.

Land

Land is a neutral force that has no army, navy, or air.

- To claim a neutral land, click on the neutral point **EE**. The land's color changes to match your team.

Each time you claim a neutral land, you gain one point and some extra resources.

Outposts

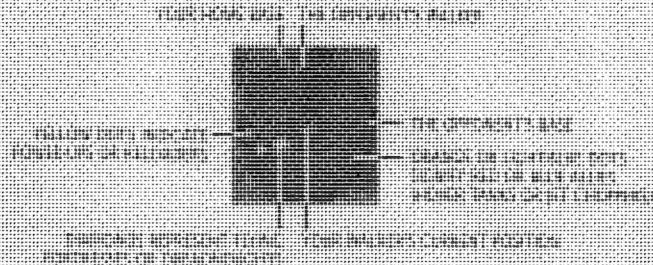
Outposts are neutral bases that you can create around your territory and protective population. There are four outposts in each territory. However, there is a cost of 25 points to take control of an outpost.

- To claim a neutral outpost, click on the Outpost generator near the entrance, and press it.

Once you establish an outpost, you gain the ability to produce those units and Jet Choppers in the area, although at slightly higher cost and 1-2. Soaring and Soaring Forces are 1-2. Additionally, all outpost units become permanently friendly.

RADAR

The radar is a device that for tracking your territory and base. The radar displays your own territory in relation to the opposing enemy base, as well as the location of any forces in the immediate area, which can be distinguished by their color: Red, Blue, or Green (neutral).



STEALTH POWER-UP

In addition to the standard power-up 1-2, Power-Up 3 Breakthrough p. 24, you can find a special Stealth power-up in Power-Up 3.

EE THE STEALTH POWER-UP TRANSFORMS YOUR CHARACTER COMPLETELY INVISIBLE TO THE ENEMY PLAYS, THE ENEMY'S RADAR, AND ALL OTHER WEAPONS.

WINNING THE MATCH

Victory is achieved when a Power-Up 3 Breakthrough p. 24, you can find a special Stealth power-up in Power-Up 3.

NOTE: Your enemy base damage from the opposing army's base can be lost.

POWER-UPS & RELOADERS

Scattered throughout each level are power-ups and indicators that replenish your Action Level and weapons supply.

POWER-UPS REPLENISH YOUR ACTION LEVEL IN A SPECIFIC WEAPON TYPE.

RELOADERS REPLENISH YOUR WEAPON'S AMMUNITION SUPPLY.

• To obtain a reloader, stand near the reloader icon, and press the Action button.

NOTE: In *Proteus Assault*, power-ups and reloaders are available to *Cross War* play only.

NOTE: In *Single Player Cross War* or *Proteus Assault*, reloading two times in the *Automatic Player* (the automatic replenishment of 2.1 Agents) will allow *Power Up* to 100%.

SAVING AND LOADING

To save a *Cross War* or *Proteus Assault* single player only game:

1. Insert a memory card into memory card slot 1.
2. Highlight **SAVE** on the Game Select screen, and press **X**. The Save Game screen appears.
3. D-Pad (Left) to highlight an empty save slot or overwrite a used slot (slot 1), and press **X**.
4. To name the saved game, D-Pad (Left) to change letters, and D-Pad (Right) to highlight a new character. To complete the name, press **X**.

To load a saved *Cross War* or *Proteus Assault* single player only:

1. Insert a memory card with the saved game you wish to continue.
2. Highlight **LOAD/LOAD** on the Game menu, and press **X**. The Load Game screen appears.
3. D-Pad (Left) to highlight a saved game, and press **X**.

NOTE: Always insert or remove a memory card while loading or saving files.

PASSWORD SCREEN

The Password screen allows you to continue a *Cross War* or single player *Proteus Assault* game without a memory card.

To find a password:

1. Complete a game in *Cross War* or single player *Proteus Assault*. The Game Select screen appears.
 2. Highlight **PASSWORD** on the Game Select screen, and press **X**. The Password screen appears.
- The current password appears along the bottom of the Password screen.

To enter a password:

1. Highlight **PASSWORD** on the Game Select screen, and press **X**. The Password screen appears.
2. On the Password screen, D-Pad (Left) to enter characters, and D-Pad (Right) to move to the next space.
3. When the appropriate password is entered, press **X** to confirm and selection.